



Handling Input Processor



INPUT PROCESSOR

What It Is

Input processor is an interface that implements the following methods:

```
keyDown(int keycode)
keyTyped(char character)
keyUp(int keycode)
mouseMoved(int screenX,int screenY)
scrolled(int amount)
touchDown(int screenX,int screenY,int pointer)
touchDragged(int screenX,int screenY,int pointer)
touchUp(int screenX,int screenY,int pointer,int button)
```



What Is Used For

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Input processor is used to receive input events from the keyboard and touch screen. For this it has to be registered with

```
Input.setInputProcessor(InputProcessor)
```

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```
Input.setInputProcessor(InputProcessor)
```

It will be called each frame before the call to

```
ApplicationListener.render().
```

Each method returns a boolean in case you want to use the InputMultiplexer to chain input processors.